

## **REMARKS**

Applicants appreciate the Examiner's careful review of the present application, and respectfully request reconsideration in light of the preceding amendments and the following remarks.

By this Amendment, claims 1 and 10 are amended to better define the claimed invention. Claims 1-14 are pending for examination in this application.

### **Allowable Subject Matter**

The indication that claims 3, 8-9, and 12-14 contain allowable subject matter is noted with appreciation. However, in light of the amendments which have been proposed to independent claims 1 and 10 as well as the following remarks, Applicants respectfully submit that it would be premature to rewrite claims 3, 8-9, and 12-14 into independent form at this time. Applicants therefore reserve the right to so amend at a future time should it be deemed necessary/desirable.

### **Rejection under 35 U.S.C. § 103**

Claims 1-2, 4-7, and 10-11 are rejected under 35 U.S.C. § 103(a) as being unpatentable over Nemeth (US 2002/0173294) in view of Dutta (US 6,993,476). Applicants respectfully traverse this rejection for the reasons discussed below.

Independent claim 1 is amended to recite, among other things, "transferring the WML script to an embedded plug-in, and processing and converting a portion, which includes information for an image and a dynamic image or execution information for a game, in the WML script into a variable value in the embedded plug-in," "transferring the variable value to a vector graphic engine," and "displaying or executing the image, the dynamic image or the game through the vector graphic engine." Nemeth and Dutta fail to disclose or suggest at least these features.

Initially, it is acknowledged in the Office Action that Nemeth fails to disclose "transferring the information processed at the variable value to a vector graphic engine" and "displaying or executing the image, the dynamic image or the game through the vector graphic engine," as recited in original claim 1 and similarly recited in amended independent claim 1.

Further, Nemeth fails to disclose or suggest at least the recited “transferring the WML script to an embedded plug-in, and processing and converting a portion, which includes information for an image and a dynamic image or execution information for a game, in the WML script into a variable value in the embedded plug-in.” More specifically, Nemeth appears to describe a method for transferring binary files amount mobile terminals by using hexadecimal characters. However, Nemeth is silent regarding the recited embedded plug-in for processing and converting a portion in the received WML script into a variable value. As such, Nemeth also fails to disclose or suggest this feature.

Moreover, Dutta fails to remedy the deficiencies of Nemeth because Dutta may not be deemed as an analogous reference for 103 purposes, and Dutta also appears to be silent with regard to the recited embedded plug-in and the recited vector graphic engine.

More specifically, Dutta appears to describe a method for transcoding web-based contents. Although Dutta mentions the WML as a web content format used by wireless devices, it appears that the WML is merely disclosed as an exemplary counterpart of HTML for transcoding purposes. As such, Dutta is indeed directed to a different field of endeavor, and a person of ordinary skill in the art would not have considered Dutta being reasonably relevant for 103 purposes.

In addition, Dutta appears to be silent about the recited embedded plug-in and the recited vector graphic engine for displaying or executing the received image, dynamic image, or game. As such, even if assuming Dutta can be considered for 103 purposes, Dutta still fails to disclose or suggest the recited “transferring the WML script to an embedded plug-in, and processing and converting a portion, which includes information for an image and a dynamic image or execution information for a game, in the WML script into a variable value in the embedded plug-in,” “transferring the variable value to a vector graphic engine,” and “displaying or executing the image, the dynamic image or the game through the vector graphic engine,” as recited in amended independent claim 1.

Accordingly, for the forgoing reasons, Nemeth and Dutta, either alone or in combination, fail to render the subject matter recited in amended independent claim 1 obvious.

Amended independent claim 10 recites a mobile terminal comprising an embedded plug-in and a vector graphic engine. Similar to the reasons advanced for independent claim 1, amended impendent claim 10 is believed to be patentable over Nemeth and Dutta. Claims 2, 4-7, and 11 are likewise patentable over applied references based at least upon their dependency upon claims 1 and 10, respectively. Withdrawal of the rejection of claims 1-2, 4-7, and 10-11 under § 103(a) is respectfully solicited.

Conclusion

All objections and rejections having been addressed, it is respectfully submitted that the present application should be in condition for allowance and a Notice to that effect is earnestly solicited.

The Examiner is invited to telephone the undersigned attorney of record, to facilitate advancement of the present application.

To the extent necessary, a petition for an extension of time under 37 C.F.R. 1.136 is hereby made. Please charge any shortage in fees due in connection with the filing of this paper, including extension of time fees, to Deposit Account 07-1337 and please credit any excess fees to such deposit account.

Respectfully submitted,

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